

## Weekly report (2012.10.22~10.28)

### Done

- 1) Last week, I detected different parts of boeing 777 base on the divided layers, that's just for experiment cause most parts may across several layers. So, I modify the algorithm to take all pixels into account, i.e. pixels of the detected parts can come from different layers. Also, I take the difference in depth of the previous detected pixels into account. The results are shown below.

Figure 1 some good results(left: previous rendering results, right: detected parts)

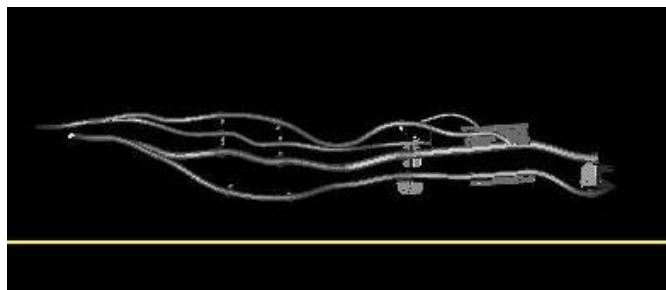
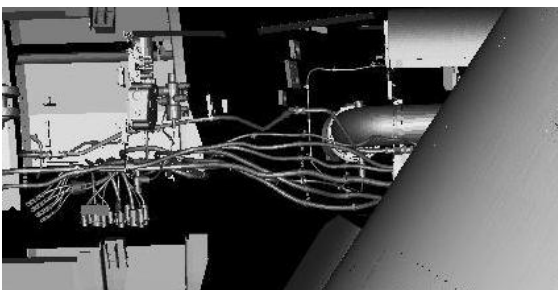
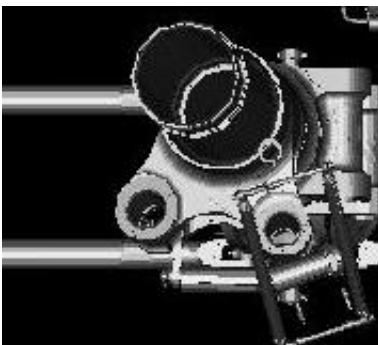
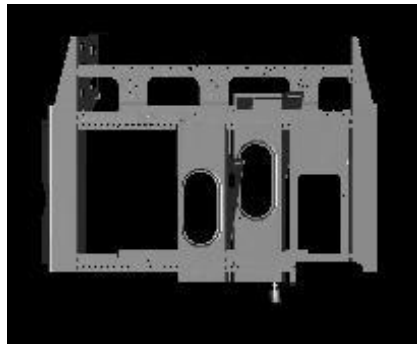
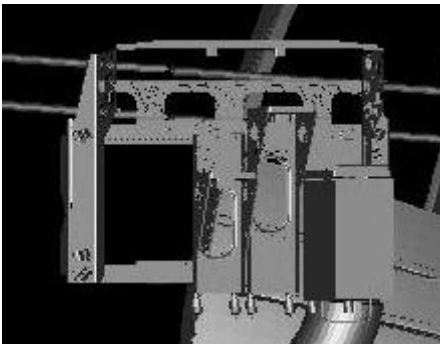
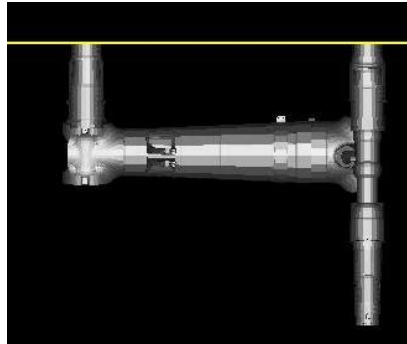
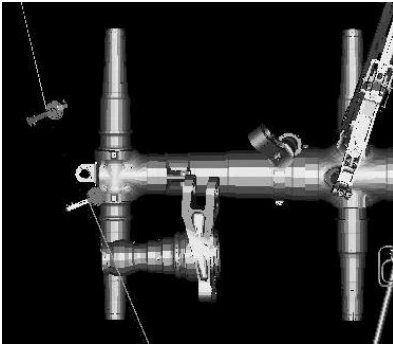
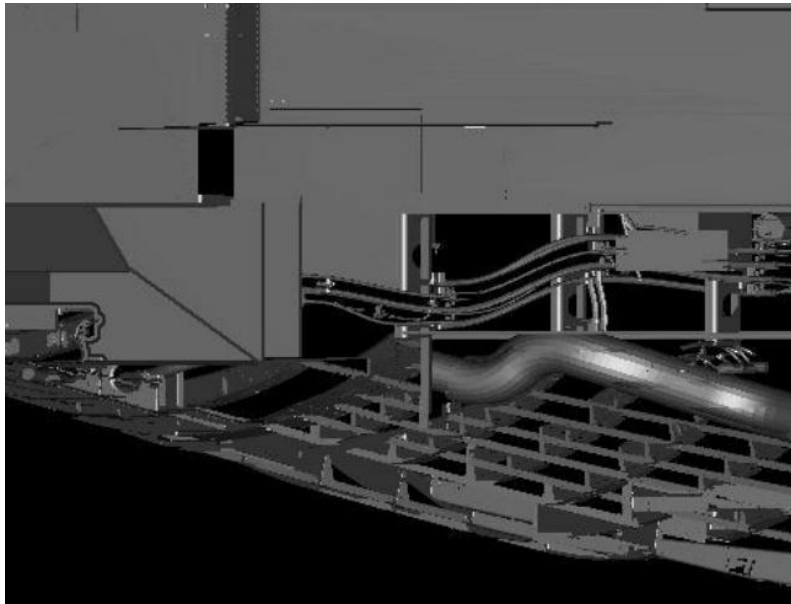
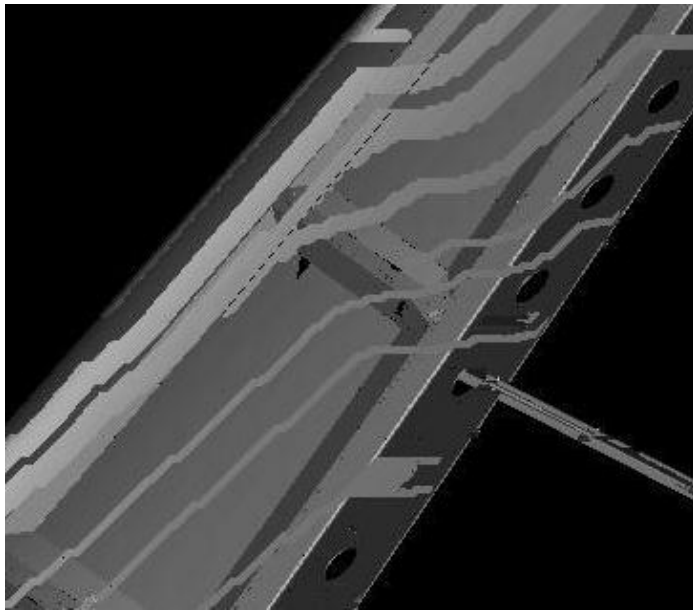


Figure 2 some bad results



### To Do

- 1) I'll check my code again to ensure there is no low-level error, cause I still can't figure out what leads to the bad result.
- 2) Temporary detection is based on segments, I should stick them together later.